Phalanx Soldier: LG M Humanoid (Human) Ftr4

HD: 4 (34 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 20 ft.
ATK: Ranseur +9 (2d4+6/×3)
SV: Fort +6, Ref +2, Will +2
AB: S 16, D 12, Cn 14, I 10, W 13, Ch 8
SK/F: Lis +3, Spot +3; Intim +5, Jump –1; Cbt Reflex, Hold the Line* (AoO against charging foe), Phalanx Fighting* (+2 AC, +1 Ref within 5 ft. of ally with Phalanx Fighting), Pow Atk
POSS: Mwk banded mail, mwk ranseur, 2 *pot cure mod*
CR: 4

Complete Warrior

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Devotee of the Silver Flame: LG M Humanoid (Human) Ftr4

HD: 4 (30 hp) **INIT:** +1
AC: 18 (T 9, FF 18) **SPD:** 20 ft.
ATK: Sword +9 (1d8+6/19–20, magic)
SV: Fort +5, Ref +2, Will +3
AB: S 16, D 8, Cn 13, I 10, W 12, Ch 14
SK/F: Lis +1, Spot +4; Intim +9, Spell +2; Mage Slayer* (+1 Will, threatened casters can't cast defensively), Pierce Magical Protection* (ignore enemy's spell-based AC bonuses), Pow Atk
POSS: Full plate, lt steel shld, *+1 longsword, pot b's strength, pot cure mod*
CR: 4

Complete Arcane

D&D ROLEPLAYING STATS — Illus. Jim Nelson

Blessed Hunter: NG L Magical Beast (Aug Animal, Extraplanar)

HD: 8 (60 hp) **INIT:** +2
AC: 15 (T 11, FF 13) **SPD:** 40 ft.
ATK: 2 claws +13 (1d6+7, magic) *and* bite +7 (1d8+3, magic)
SA/SQ: Darkvision 60 ft., low-light, scent; DR 5/magic, imp grab (grp +17, rake), pounce (full atk when charging), 2 rakes 1d6+3, resist acid 10, cold 10, and elec 10, smite evil 1/day (+8 dmg), SR 13
SV: Fort +9, Ref +8, Will +7
AB: S 25, D 15, Cn 17, I 3, W 12, Ch 10
SK/F: Lis +7, Spot +7; Hide +4 (+8 tall grass/undergrowth), M Sil +7; Run
CR: 7

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Shield Guardian: N L Construct

HD: 15 (112 hp) **INIT:** +0
AC: 24 (T 9, FF 24) **SPD:** 30 ft.
ATK: 2 slams +16 (1d8+6)
SA/SQ: Darkvision 60 ft., low-light; construct traits, fast heal 5, find master (on same plane), guard (–2 atk against master while adjacent), reach 10 ft., *shld other* (as spell, master within 100 ft.), *spell storing* (1 4th-lvl)
SV: Fort +5, Ref +5, Will +5
AB: S 22, D 10, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
CR: 8

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Knight of the Chalice: LG M Humanoid (Elf) Pal7/KnC2*

HD: 9 (63 hp) **INIT:** +0
AC: 21 (T 10, FF 21) **SPD:** 20 ft.
ATK: Scimitar +14/+9 (1d6+4/18–20, magic)
SA/SQ: Low-light; aura of courage (fearless; allies within 10 ft., +4 saves fear), censure demons* 1/day (demons within 30 ft., stun 1 rd [4+ HD] or stun and dismiss; DC 14), *det evil*, elf traits, fiendslaying* +1 (+1 atk, +1d6 dmg, +1 Intim/Lis/S Mot/Spot, evil outsiders), imm disease, lay on hands 14, *rem disease* 1/wk, smite evil 2/day (+2 atk, +7 dmg), turn undead 5/day (+4, 2d6+6, 4th)
SV: Fort +11, Ref +6, Will +5
AB: S 16, D 10, Cn 12, I 10, W 12, Ch 14
SK/F: Lis +3, Spot +3; Intim +7, Srch +2; Leader 11, Pow Atk
SPELLS: Pal (CL 1st)—*align wpn, bless wpn*; KnC (CL 1st)—*div favor, prot evil*
POSS: *+1 full plate, +1 lt steel shld, +1 scimitar, brooch shld, 2 pot cure mod*
CR: 9 **Complete Warrior.* KnC = knight of the Chalice prestige class

D&D ROLEPLAYING STATS — Illus. William O'Connor

Celestial Giant Owl: NG L Magical Beast

HD: 4 (26 hp) **INIT:** +3
AC: 15 (T 12, FF 12) **SPD:** 10 ft., F 70 ft. (Av)
ATK: 2 claws +7 (1d6+4, magic) *and* bite +2 (1d8+2, magic)
SA/SQ: Darkvision 60 ft., superior low-light; DR 5/magic, resist acid 5, cold 5, and elec 5, smite evil 1/day (+4 dmg), SR 9
SV: Fort +5, Ref +7, Will +3
AB: S 18, D 17, Cn 12, I 10, W 14, Ch 10
SK/F: Lis +17, Spot +10; M Sil +8 (+16 flying); Wingover
CR: 4

D&D ROLEPLAYING STATS — Illus. Anne Stokes

Stone Giant Runecarver: NG L Giant (Earth)

HD: 14 (133 hp) **INIT:** +2
AC: 27 (T 9, FF 27) **SPD:** 30 ft.
ATK: Club +17/+12 (2d8+11, magic plus 1d8 sonic on crit); **or** 2 slams +16 (1d4+9); **or** rock +12 rg (2d8+11)
SA/SQ: Darkvision 60 ft., low-light; reach 10 ft., rock catching
SV: Fort +14, Ref +6, Will +7
AB: S 24, D 14, Cn 20, I 14, W 12, Ch 15
SK/F: Lis +1, Spot +12; Climb +8, Hide +3 (+11 rocks), Jump +8, Use Mag Dev +10; Cbt Reflex, Pt Blk Shot, Pow Atk, Prec Shot
SPELLS: (Spell-Like Abilities; CL 10th) 1/day—*stone shape, stone tell, rock/mud* or *mud/rock* (DC 17)
POSS: Mwk stone half-plate, *+1 thundering greatclub*, bag w/ 5 mwk stone shot
CR: 9
ECL: 20

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Pentifex Monolith: LG M Humanoid (Human) Rgr2/Inc7*/Wbb3*

HD: 12 (108 hp) **INIT:** +1
AC: 25 (T 11, FF 24) **SPD:** 20 ft., F 30 ft. (Pf)
ATK: Sword +16/+11 (1d8+8/19–20, magic, force, good, lawful)
SA/SQ: *Det mag, det opposition** (as *det evil*, chaotic/evil only), disp orb* (30 ft., +9 rg tch, targeted *disp mag*, +1 cast lvl per pt essentia), fav enemy +2 (chaotic outsiders), incarnate radiance* 2/day (free, 8 rds; +2 AC or +2 melee atk), meldshield 1* (+1 saves spells/spell-like abilities), wild emp +3 (–1 magical beasts)
SV: Fort +14, Ref +9, Will +10 **AB:** S 20, D 13, Cn 20, I 8, W 10, Ch 12
SK/F: Lis +8, Spot +8; Conc +20, Spell +5, Srch +4, Surv +8; Cleave, Dodge, Track, Pow Atk
SPELLS: Soulmelds* (5; essentia 9, capacity 3): *adamant pauldrons, airstep sandals, armguards of disruption, crystal helm, incarnate weapon*
POSS: *Pentifex +2 full plate, pentifex +2 hvy steel shld, +3 incarnate longsword**, *am health +4, belt giant str +4, brooch shld*, 3 *pot cur ser*
CR: 12 **Magic of Incarnum*: Inc = incarnate class; Wbb = witchborn binder prestige class

D&D ROLEPLAYING STATS — Illus. William O'Connor

Cormyrean War Wizard: LG M Humanoid (Human) Wiz7/Wwz1*

HD: 8 (46 hp) **INIT:** +0
AC: 19 (T 11, FF 19) **SPD:** 30 ft.
ATK: Staff +5 (1d6+2 plus 1d6 cold); **or** sword +6 (1d8+1/19–20)
SV: Fort +6, Ref +5, Will +9
AB: S 12, D 10, Cn 14, I 16, W 14, Ch 8
SK/F: Lis +2, Spot +4; Conc +13 (+17 cast def), Spell +16
SPELLS: (CL 8th) 4th—enl *fireball* (2; DC 16); 3rd—*disp mag, lgt bolt* (2; DC 16), *prot energy*; 2nd—*b's endurance, ray ice*** (2; 45 ft., +3 rg tch, 4d6 cold; DC 15 or –Dex to AC, –2 atk), *scorch ray* (+3 rg tch); 1st—*slide*** (2; 40 ft., move target 5 ft., no AoO; DC 14), *mag armor*†, *mag missile, shld*†; 0—*det mag* (2), *light, r mag*
POSS: *ring prot +1, +1 frost quarterstaff*, mwk longsword, 2 *pot cure mod*, scroll *rem curse*
CR: 8

**Magic of Faerûn*: Wwz = war wizard prestige class; ***Spell Compendium*
† Already cast

D&D ROLEPLAYING STATS — Illus. William O'Connor

Cleric of Sune: CG M Humanoid (Human) Clr7

HD: 7 (49 hp) **INIT:** +2
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Mace +7 (1d6+1, magic)
SA/SQ: Turn undead 5/day (+5, 2d6+9, 7th)
SV: Fort +6, Ref +4, Will +8
AB: S 10, D 14, Cn 12, I 8, W 16, Ch 14
SK/F: Lis +3, Spot +3; Conc +10, Heal +8, Spell +4, Dodge
SPELLS: 4th—*castigate** (10 ft., 7d4 dmg opp align, 1/2 dmg 1 step different; DC 17), *spell immun*; 3rd—*disp mag, legion's mag wpn* (40 ft., +1 atk/dmg, allies within 30 ft. of each other), *sear lgt* (+7 rg tch), *suggest* (DC 17); 2nd—*aid* (2), *calm emot* (DC 16), *hold per* (2; DC 16); 1st—*charm per* (DC 15), *div favor, doom* (DC 15), *sanct* (DC 14), *shld faith*** (2); 0—*det mag* (2), *light, r mag, resist* (2). Domains: Charm† (+4 Cha 1/day, 1 min), Protection
POSS: *am nat armor +1, +1 light mace,* scroll *neut poison,* 3 scroll *prot energy*
CR: 7

**Spell Compendium*; ***already cast; †Forgotten Realms® Campaign Setting*

D&D ROLEPLAYING STATS — Illus. Lucio Parrillo

Air Mephit: N S Outsider (Air, Extraplanar)

HD: 3 (13 hp) **INIT:** +7
AC: 17 (T 14, FF 14) **SPD:** 30 ft., F 60 ft. (Pf)
ATK: 2 claws +4 (1d3, magic)
SA/SQ: Darkvision 60 ft.; breath wpn 1/1d4 rds (cone, 15 ft., 1d8, Ref 12 half), DR 5/magic, fast heal 2 (in moving air), *summ mephit* 1/day (1 air mephit, 25%)
SV: Fort +3, Ref +6, Will +3
AB: S 10, D 17, Cn 10, I 6, W 11, Ch 15
SK/F: Lis +6, Spot +6; Bluff +8, Esc +9, Hide +13, M Sil +9; Dodge
SPELLS: (Spell-Like Abilities) 1/hr—*blur* (CL 3rd); 1/day—*gust wind* (CL 6th; DC 14)
CR: 3
ECL: 6

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Van Richten: LG M Humanoid (Human) Clr11/Pur5*

HD: 15 (156 hp) **INIT:** –1
AC: 23 (T 11, FF 23) **SPD:** 30 ft.
ATK: Warhammer +15/+10/+5 (1d8+3/×3, good, magic, +2d6 evil) **or** +17/+12/+8 (+2d6 undead)
SA/SQ: Gr turning* 2/day, pos energy burst*, sacred strike*, turn undead 11/day (+8, 2d6+20, 21st)
SV: Fort +13, Ref +3, Will +17 **AB:** S 14, D 8, Cn 14, I 17, W 22, Ch 19
SK/F: Lis +14, Spot +14; Conc +21, Dipl +23, Jump +7, Srch +16, Spell +11; Hgt Turning*, Enduring Life*, Leader 20, Vampire Hunter*
SPELLS: (CL 15th, 16th healing) incl 6th—*bolt of glory*†* (60 ft., 15d12 to evil/neg outsiders or undead, 7d12 others, good/pos outsiders unaffected); 4th—*make manifest*†* (60 ft., force coexistent creature to your plane); 2nd—*close wounds*†* (2; immed, 60 ft., heal 1d4+5). Domains: Healing, Sun
POSS: *+5 half-plate, ring prot +2, +2 silvered holy undead bane warhammer, cloak Cha +2, gauntlets ogre power, periapt Wis +4, belt health +4, boots str/spr, phylactery undead turn,* scroll *mass cure crit,* scroll *resurrection,* scroll *gr restor, true holy symbol***, 5 flasks holy water, 5 wooden stakes
CR: 16

**Libris Mortis*: Pur = sacred purifier prestige class; ***Planar Handbook*; †*Spell Compendium*

D&D ROLEPLAYING STATS

Dwarf Battlerager: CG M Humanoid (Dwarf) Bbn3

HD: 3 (31 hp) **INIT:** +2
AC: 14 (T 12, FF 14) **SPD:** 35 ft.
ATK: Mace +3 (1d6+2) / +3 (1d6+1); **or** mace +5 (1d6+2)
SA/SQ: Darkvision 60 ft.; dwarf traits, rage 1/day (7 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge
SV: Fort +5, Ref +3, Will +2
AB: S 15, D 14, Cn 15, I 10, W 12, Ch 6
SK/F: Lis +4, Spot +4; Intim +4, Jump +8, Surv +4
POSS: Spiked leather, 2 light maces, *pot cure mod*
CR: 3

D&D ROLEPLAYING STATS — Illus. David Griffith

Asura*: CG M Outsider (Chaotic, Extraplanar, Good)

HD: 8 (52 hp) **INIT:** +2
AC: 26 (T 12, FF 24) **SPD:** 30 ft., F 60 ft. (G)
ATK: Scimitar +13/+8 (1d6+4/18–20 plus 1d6 fire, chaotic, good, magic); **or** 2 claws +11 (1d8+3/19–20, chaotic, good) *and* scimitar +8 (1d6+2/18–20 plus 1d6 fire, chaotic, good, magic); **or** bow +11/+6 rg (1d8+4/×3 plus 1d6 fire, chaotic, good, magic)
SA/SQ: Darkvision 60 ft.; burning wind* (2d6 fire, 15-ft. radius), imm fire, petrif, charm, and compulsion, SR 19 (23 evil)
SV: Fort +8, Ref +8, Will +8 **AB:** S 16, D 14, Cn 15, I 10, W 14, Ch 17
SK/F: Lis +15, Spot +15; Conc +13, Dipl +16, Esc +11, Intim +14, S Mot +13; Exalted Spell Resistance*
SPELLS: (Spell-Like; CL 8th) At will—*det good, det mag, det evil, disc lies* (DC 17), *tr see*; 1/day—*h smite* (DC 17), *mag circ evil* (self only), *pmorph* (self, humanoid only)
POSS: *+1 mithral breastplate, +1 buckler, +1 flaming scimitar, +1 flaming comp longbow* (+3 Str) w/ 20 arrows
CR: 8 **ECL:** 14

**Book of Exhalted Deeds*

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Van Richten: LG M Humanoid (Human) Clr11/Pur5*

10/60 ★ — Illus. Steve Prescott

Halfling Brawler: CG S Humanoid (Halfling) Bbn2/Rgr2

HD: 4 (34 hp) **INIT:** +3
AC: 16 (T 14, FF 16) **SPD:** 30 ft.
ATK: Axe +9 (1d4+3); **or** axe +7 (1d4+3) / +7 (1d4+2); **or** axe +11 rg (1d4+3); **or** axe +9 rg (1d4+3) / +9 rg (1d4+2)
SA/SQ: AP 4*; favored enemy (goblinoids +2), rage 1/day (6 rds, +4 Str, +4 Con, +2 Will, –2 AC), uncanny dodge, wild emp +1 (–3 magical beasts)
SV: Fort +8, Ref +7, Will +2
AB: S 14, D 16, Cn 13, I 10, W 12, Ch 8
SK/F: Lis +10, Spot+1; Climb +11, Hide +7, Jump +11, M Sil +5, Surv +6; Pow Atk
POSS: Mwk studded leather, 2 *+1 throwing axes, pot shld faith,* adventure's standard pack, 4 gp
CR: 4

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D&D ROLEPLAYING STATS — Illus. Jim Nelson

Changeling Rogue: CN M Humanoid (Shapechanger) Rog4

HD: 4 (21 hp) **INIT:** +3
AC: 18 (T 13, FF 18) **SPD:** 30 ft.
ATK: Rapier +7 (1d6+2/18–20)
SA/SQ: AP 4; changeling* traits, evasion, minor change shape* (at will, as *disg self* but not illus, +10 Disg), sneak atk +2d6, trap sense +1, trapfinding, uncanny dodge
SV: Fort +1, Ref +7, Will +0
AB: S 12, D 16, Cn 13, I 10, W 8, Ch 14
SK/F: Lis –1, Spot –1; Bluff +11, Dipl +14, Disg +21 (+23 acting), Hide +10, Intim +13, Jump +8, M Sil +10, S Mot +6, Sl Hnd +9, Tmbl +12; Action Boost*, Weapon Finesse
POSS: *+1 mithral shirt, +1 rapier, pot cure lt, pot pass w/o trace, pot rem fear,* adventurer's standard backpack, 16 gp
CR: 4

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D&D ROLEPLAYING STATS — Illus. Jeff Carlisle

Vampire Hunter: LN M Humanoid (Human) Rgr5/Ftr2

HD: 7 (44 hp) **INIT:** +6
AC: 16 (T 12, FF 14) **SPD:** 30 ft.
ATK: Stake +6 (1d4+3 plus alchemical flare*); **or** crossbow +7 rg (1d8 plus alchemical flare*, magic); **or** crossbow +9/+9 rg (1d8/19–20 plus alchemical flare*, magic)
SA/SQ: Alchemical flare* (undead takes extra 1d6 fire damage, Fort 13 neg), favored enemy (undead +4/+5 damage, evil outsiders +2), wild empathy +5 (+1 magical beasts)
SV: Fort +8, Ref +6, Will +4
AB: S 16, D 14, Cn 13, I 8, W 12, Ch 10
SK/F: Lis +11, Spot +11; Hide +10, M Sil +10, Surv +7; Endur, Pt Blk Shot, Prec Shot, Rap Reload, Rap Shot, Track
SPELLS: (CL 1st) 1st—*entang* (DC 12)
POSS: *+2 leather, +1 lt crossbow* with 10 alchemical flare* bolts and 10 silvered bolts, 10 alchemical flare* stakes, mallet, silver holy symbol, 5 flasks holy water, 3 *pot cure mod*
CR: 7

**Expedition to Castle Ravenloft*

D&D ROLEPLAYING STATS — Illus. William O'Connor

Stormrage Shambler: N L Plant

HD: 8 (60 hp) **INIT:** +0
AC: 20 (T 9, FF 20) **SPD:** 20 ft., S 20 ft.
ATK: 2 slams +11 (2d6+5)
SA/SQ: Low-light; constrict 2d6+7, imm elec (+1d4 Con when hit by elec atk), imp grab (grp +15, constrict), plant traits, reach 10 ft., resist fire 10
SV: Fort +9, Ref +2, Will +4
AB: S 21, D 10, Cn 17, I 7, W 10, Ch 9
SK/F: Listen +8, Spot +0; Hide +3 (+11 swamp/forest), M Sil +8; Pow Atk
CR: 6
ECL: 12

Marid*: CN L Outsider (Extraplanar, Water)

HD: 11 (71 hp) **INIT:** +3
AC: 19 (T 12, FF 16) **SPD:** 20 ft., S 60 ft.
ATK: 2 slams +16 (1d8+9)
SA/SQ: Darkvision 60 ft.; drench, reach 10 ft., vortex (5 rds, every 10 min., damage 2d6, Ref 21 neg), water mastery (+1 atk and dmg if it and opponent touch water, –4 otherwise)
SV: Fort +9, Ref +10, Will +9
AB: S 23, D 16, Cn 14, I 16, W 15, Ch 15
SK/F: Lis +16, Spot +16; Bluff +16, Esc +17, Intim +18, M Sil +17, S Mot +16, Spell +19, Swim +14; Cleave, Gr Cleave, Imp Bull Rush, Pow Atk
POSS: Chain shirt, hvy wooden shield, mwk longsword, 2 throwing axes, *pot cure mod*
SPELLS: (Spell-Like Abilities; CL 13th) At will—*cr wtr, det evil/good/magic, invis, pl shift* (self + 8 creatures), *pmorph, purify f/d* (water only), *see invis*; 5/day—*ctrl wtr, gas form, solid fog, wtr breath*; 1/yr—*ltd wish* (nongenies)
CR: 9
**Manual of the Planes*

Large Astral Construct*: N L Construct

HD: 7 (68 hp) **INIT:** +1
AC: 23 (T 10, FF 22) **SPD:** 40 ft.
ATK: 2 slams +13 (1d8+9, magic)
SA/SQ: Darkvision 60 ft., low-light; 1 menu B ability* (energy touch, heavy deflection, fly [20 ft. (Av)], muscle, resistance), construct traits, DR 5/magic, reach 10 ft.
SV: Fort +2, Ref +3, Will +2
AB: S 29, D 13, Cn —, I —, W 11, Ch 10
SK/F: Lis +0, Spot +0
CR: 5

**Expanded Psionics Handbook*

Virtuous Charger: CG M Humanoid (Elf) Ftr4

HD: 4 (38 hp) **INIT:** +0
AC: 18 (T 10, FF 18) **SPD:** 60 ft. (mounted); base 20 ft.
ATK: Sword +8 (1d8+2/19–20) *and* unicorn horn +11 (1d8+8, magic) *and* 2 unicorn hooves +3 (1d4+2)
SA/SQ: Darkvision 60 ft. (unicorn), low-light; elf traits, imm charm, compulson, poison (unicorn), mag circ evil (unicorn: continuous), scent (unicorn), wild emp +7 (+3 magical beasts) (unicorn)
SV: Fort +6, Ref +1, Will +1 **AB:** S 14, D 10, Cn 14, I 12, W 10, Ch 13
SK/F: Lis +11, Spot +11; H Animal +8, Intim +8, Ride +9, Srch +3; Mount Cbt, Sp Charge, Trample
SPELLS: (Unicorn Spell-Like Abilities) At will—*det evil*; 3/day—*cure lt*; 1/day—*cure mod, gr tport* (within own forest), *neut poison*
POSS: Mwk full plate, mwk longsword, unicorn mount with elven chain barding (AC 23, 42 hp) **CR:** 5

Pseudodragon: NG T Dragon

HD: 2 (15 hp) **INIT:** +2
AC: 18 (T 14, FF 16) **SPD:** 15 ft., F 60 ft. (G)
ATK: Sting +6 (1d3–2 plus poison) *and* bite +1 (1)
SA/SQ: Blindsense 60 ft., darkvision 60 ft., low-light; imm paralysis and sleep, poison (Fort 14, sleep 1 min./sleep 1d3 hr), reach 0 ft. (5 ft. sting), SR 19
SV: Fort +4, Ref +5, Will +4
AB: S 6, D 15, Cn 13, I 10, W 12, Ch 10
SK/F: Lis +6, Spot +6; Hide +19 (+23 forest/overgrowth), M Sil +7, Srch +5, S Mot +6
CR: 1
ECL: 4

Large Brass Dragon (Young Adult): CG L Dragon (Fire)

HD: 16 (152 hp) **INIT:** +4
AC: 24 (T 9, FF 24) **SPD:** 60 ft., B 30 ft., F 200 ft. (Pr)
ATK: Bite +19 (2d6+4, magic) *and* 2 claws +14 (1d8+2, magic) *and* 2 wings +14 (1d6+2, magic) *and* tail +14 (1d8+6, magic)
SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; breath wpn 1/1d4 rds (line, 80 ft., 5d4 fire, Ref 21 half **or** cone, 40 ft., sleep 1d6+5 rds [no HD limit], Will DC 21 neg), DR 5/magic, frightful presence (150-ft. radius, HD 15 or fewer, Will 20 neg), imm fire, paralysis, and sleep, reach 10 ft. (bite), SR 18, vuln cold
SV: Fort +13, Ref +10, Will +12 **AB:** S 19, D 10, Cn 17, I 14, W 15, Ch 14
SK/F: Lis +21, Spot +21; Bluff +21, Conc +22, Dipl +16, Hide –1, Intim +9, Srch +21, S Mot +8, Spell +11; Cleave, Cbt Expert, Hover, Pow Atk, Wingover
SPELLS: Known (5/7/6; CL 5th) 2nd—*fl sphere* (DC 14), *pyro* (DC 14); 1st—*ent shld, hypno* (DC 13), *shld, tr strike*; 0—*det mag, ghost s, mag hand, prest, r mag, resist* (Spell-Like Abilities; CL 5th) At will—*spk animals*; 3/day—*end elements* (radius 50 ft.)
CR: 10

Wild Elf Warsinger: CG M Humanoid (Elf) Brd4

HD: 4 (17 hp) **INIT:** +2
AC: 17 (T 12, FF 15) **SPD:** 30 ft.
ATK: Falchion +7 (2d4+5/18–20); **or** bow +6 rg (1d6+3/×3)
SA/SQ: AP 4*; low-light; bard know +3, bard music (countersong, *fascinate*, inspire courage +1, inspire confidence), elf traits
SV: Fort +1, Ref +6, Will +4
AB: S 16, D 15, Cn 10, I 8, W 10, Ch 14
SK/F: Lis +2, Spot +2; Conc +7, Gather Inf +4, Jump +12, Perf (sing) +9, Srch +1, Tmbl +11, Use Mag Dev +9; Pow Atk, Martial Wpn Prof (falchion)
SPELLS: Known (1/3/3) 2nd—*blind/deaf* (DC 14), *rage*; 1st—*exp retreat, sleep* (DC 13), *T's laugh* (DC 13); 0—*det mag, ghost s, lull* (DC 12), *mag hand, mend, r mag*
POSS: *+1 mithral shirt, +1 falchion*, mwk comp shortbow (+3 Str) w/ 20 arrows, 3 silvered arrows, adventurer's standard backpack, 6 gp **CR:** 4
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Rat Swarm: N T Animal (Swarm)

HD: 4 (18 hp) **INIT:** +2
AC: 14 (T 14, FF 12) **SPD:** 15 ft., C 15 ft., S 15 ft.
ATK: Swarm (1d6 plus disease)
SA/SQ: Low-light, scent; disease (Fort 12, incub 1d3 days, 1d3 Dex + 1d3 Con), distract (nauseated 1 rd, Fort 12 neg), half dmg pierc/slash, reach 0 ft., swarm traits
SV: Fort +4, Ref +8, Will +2
AB: S 2, D 15, Cn 10, I 2, W 12, Ch 2
SK/F: Lis +6, Spot +7; Bal +10, Climb +10, Hide +14, M Sil +6, Swim +10
CR: 2

Lyrandar Skyfire Captain (Half-Elf): CG M Humanoid (Elf) Art8*

HD: 8 (44 hp) **INIT:** +2
AC: 18 (T 13, FF 16) **SPD:** 30 ft.
ATK: Rapier +9/+4 (1d6+2/18–20, magic); **or** bow +12/+7 (1d8+1/×3 plus 1d6 fire, magic)
SA/SQ: Low-light; disable trap (Srch, D Dev as rogue), half-elf traits
SV: Fort +4, Ref +4, Will +5
AB: S 12, D 14, Cn 14, I 14, W 8, Ch 16
SK/F: Lis +0, Spot +4; Bal +4, Conc +12, Dipl +5, D Dev +10, Srch +10, Spell +8, Use Mag Dev +16 (+18 wands)
SPELLS: Infusions*: 4th—1, including *wpn augment* (+3 bonus ability); 3rd—3, including *suppress requirement* (ignore 1 req to use item); 2nd—4, including *armor enhance*** (+3 bonus), *c's grace, b's endurance***; 1st—4, including *energy alter* (substitute energy type), *l wpn augment* (+1 bonus)**, *shld faith***
(Spell-Like Abilities) 1/day—*gust wind* (DC 15), *wind wall*
POSS: Mwk leather, *ring prot +1, +1 rapier, +1 flaming longbow* w/ 50 arrows, *wand cur mod* (7th lvl, 23 charges)
CR: 8
**Eberron™ Campaign Setting*; **Already cast

Blood of Vol Divinity Seeker: LE M Humanoid (Human) Mnk7

HD: 7 (42 hp) **INIT:** +5
AC: 15 (T 15, FF 14) **SPD:** 50 ft.
ATK: Chain-and-dagger +8/+8 (1d4+3/19–20, magic plus wounding); **or** unarmed +6/+6 (1d8+2, magic)
SA/SQ: Evasion, imm disease, still mind, slow fall 30 ft., stun atk 7/day (DC 16), wholeness of body 14
SV: Fort +6, Ref +6, Will +8
AB: S 14, D 13, Cn 12, I 8, W 16, Ch 10
SK/F: Lis +13, Spot +13; Bal +3, Jump +17, Tmbl +13; Defl Arrows, Dodge, Imp Trip
POSS: *+1 wounding chain-and-dagger**
CR: 7

**Arms and Equipment Guide*

D&D ROLEPLAYING STATS — Illus. Steve Prescott

Bat Familiar: N D Magical Beast (Aug Animal)

HD: 4 (7 hp) **INIT:** +2
AC: 18 (T 16, FF 16) **SPD:** 5 ft., F 40 ft. (G)
ATK: Bite +8 (1d3–5)
SA/SQ: Blindsense 20 ft., low-light; deliver tch spells, emp link, imp evasion, reach 0 ft., share spells
SV: Fort +2, Ref +4, Will +6
AB: S 1, D 15, Cn 10, I 7, W 14, Ch 4
SK/F: Lis +8, Spot +11; Hide +14, M Sil +6
CR: —

D&D ROLEPLAYING STATS — Illus. Ron Spencer

Wizard of Turmish: CN M Humanoid (Human) Wiz7

HD: 7 (26 hp) **INIT:** +5
AC: 13 (T 12, FF 12) **SPD:** 30 ft.
ATK: Dagger +4 (1d4/19–20, magic)
SA/SQ: Cat familiar (13 hp, +6 AC, Int 9; +2 bonus atk, dmg, savs; imp evasion, share spells, emp link, deliver touch, spk master, spk felines)
SV: Fort +5, Ref +3, Will +4
AB: S 10, D 13, Cn 12, I 16, W 8, Ch 14
SK/F: Lis +1, Spot +6; Conc +11, M Sil +4, Spell +15 (+17 necro)
SPELLS: 4th—*burning blood** (1d8 acid + 1d8 fire/rd, 7 rds; DC 18), *enerv* (+4 rg touch); 3rd—*anyspell*** (3; 15 min., prepare arcane spell from book or scroll), *disp mag, enhance familiar*†* (+2 saves, atk, dmg, AC); 2nd—*b's endurance, invis, res energy, spec hand* (2); 1st—*backbiter** (2; wielder of hafted wpn attacks self; DC 15), *cause fear* (DC 15), *chill tch* (+3 touch, DC 15), *exp retreat, ray enfeeble* (+4 rg touch); 0—*det mag* (2), *light, tch fatigue* (2; +3 touch, DC 14)
POSS: *Bracers armor +1, ring prot +1,* mwk dagger, *carpet of flying* (5 ft. × 5 ft.), scroll *teleport*
CR: 7

**Complete Arcane*; ***Forgotten Realms® Campaign Setting*; †already cast

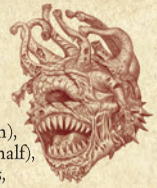
D&D ROLEPLAYING STATS — Illus. Des Hanley

Bone Naga*: LE L Undead

HD: 15 (97 hp) **INIT:** +5
AC: 16 (T 10, FF 15) **SPD:** 40 ft.
ATK: Sting +9 (2d4+3 plus virulent poison) *and* bite +4 (1d4+1 plus poison)
SA/SQ: Darkvision 60 ft.; *det thgts** (as spell, continuous, CL 9th, DC 15), DR 5/bludg or slash, imm cold and mind reading, poison* (Fort 20; 1d4 Str/1d4 Str), reach 10 ft., SR 23, undead traits, virulent poison* (Fort 20; 1d4 Con drain/1d4 Con)
SV: Fort +5, Ref +8, Will +11 **AB:** S 16, D 13, Cn —, I 16, W 15, Ch 17
SK/F: Listen +2, Spot +20; Bluff +21, Conc +21 (+25 cast def), Hide +15, Intim +23, S Mot +20, Spell +21; Dodge, Emp Spell
SPELLS: Known (3/5/6/6/7/7/7/6; CL 14th) 7th—*prism spray* (DC 21); 6th—*flesh/stone* (DC 19), *gr disp mag*; 5th—*cone cold* (DC 19), *contingent energy resist*** (energy dmg triggers *res energy*), *tkinesis* (DC 18); 4th—*assay SR*** (+10 CL against SR, 1 creature), *enerv* (+7 rg tch), *stoneskin, wall fire*; 3rd—*displace, fly, hold per* (DC 16), *lgt bolt* (DC 17); 2nd—*e's splendor, mirr image, res energy, tch idiocy* (+9 tch), *web* (DC 15); 1st—*mag armor, mag missile, ray enfeeble* (+7 rg tch), *shld, tr strike*
CR: 11 **Monster Manual II*; ***Spell Compendium*

D&D ROLEPLAYING STATS — Illus. Jeff Carlisle

Beholder Lich: LE L Undead (Aug Aberration)



HD: 11 (71 hp) **INIT:** +6
AC: 26 (T 11, FF 24) **SPD:** 5 ft., F 20 ft. (G)
ATK: Eye rays +9 rg (special) *and* bite +2 (2d4 plus dmg tch plus paralysis)
SA/SQ: All-around vision (can't be flanked), darkvision 60 ft.; +4 turn resist, antimagic cone (150 ft., as *antimagic field*, CL 13th), DR 15/bludg and magic, dmg tch (1d8+5, magic, neg, Will 18 half), eye rays (3/rd per target, 150 ft., DC 18, CL 13th: as *charm mons, charm per, disint, fear, fing death, flesh/ stone, inflict mod, sleep* [1 creature, no HD limit], slow [1 creature], *tkinesis* [up to 325 lb.]), fear aura (60-ft. radius, as *fear*, CL 11th, Will 18 neg), imm cold, elec, and *pmorph*, paralysis (perm, Fort 18 neg)
SV: Fort +5, Ref +5, Will +12
AB: S 10, D 14, Cn —, I 19, W 17, Ch 17
SK/F: Lis +27, Spot +31; Hide +20, M Sil +10, Srch +30, S Mot +11; Flyby Atk
CR: 15

D&D ROLEPLAYING STATS — Illus. David Griffith

High Inquisitor: LN M Humanoid (Human) Clr8

HD: 8 (64 hp) **INIT:** –1
AC: 22 (T 10, FF 22) **SPD:** 20 ft.
ATK: Saber +9/+4 (1d8+2/19–20, magic)
SA/SQ: Smite 1/day (+4 atk/+8 dmg), turn undead 5/day (+4, 2d6+10, 9th)
SV: Fort +8, Ref +2, Will +9
AB: S 12, D 10, Cn 14, I 8, W 16, Ch 14
SK/F: Lis +3, Spot +3; Conc +7, Intim +5, Spell +2
SPELLS: 4th—*dismissal* (DC 17), *div pow, o's wrath* (CL 9th, DC 17); 3rd—*blind/deaf* (DC 16), *checkmate's light** (+2/lawful wpn, allies within 20 ft. get +1 saves fear), *disp mag, mag circ chaos* (CL 9th), *mag vest*†*; 2nd—*consecr, death kn* (2; DC 15), *deific vengeance** (2; 1 foe, 65 ft., 4d6/8d6 to undead; DC 15), *shatter* (DC 15); 1st—*align wpn, bless, doom* (2; DC 14), *infl lt* (DC 14), *shld faith*†*; 0—*det mag* (2), *light, r mag, resist* (2). Domains: Destruction, Law
POSS: Mwk breastplate, *ring prot +2, +1 saber***, scroll *disc lies*, scroll *invis purge*, scroll *rem curse*, scroll *restor*, 5 vials holy water, silver dust (25 gp)
CR: 8 **Spell Compendium*; ***Forgotten Realms® Campaign Setting*; †already cast

D&D ROLEPLAYING STATS — Illus. William O'Connor

Count Strahd Von Zarovich, Vampire: LE M Undead (Aug Hum [Human]) Nec10

HD: 10 (75 hp) **INIT:** +7
AC: 27 (T 15, FF 24) **SPD:** 30 ft., C 20 ft.
ATK: Slam +9 (1d6+4, magic plus energy drain)
SA/SQ: Darkvision 60 ft.; +4 turn resist, blood drain (pin, 1d4 Con/rd, grp +9; +5 hp), dominate (30 ft., as *dom per*, CL 12th; Will 18 neg), DR 10/silver and magic, energy drain (2 neg levels; +10 hp, +2 atk/chk/saves 1 hr; Fort 18 rem), fast heal 5, *gas form* (as spell, CL 5th), resist acid 10, cold 10, elec 10, fire 10, pos energy 10, and sonic 10, undead traits, vampire weaknesses
SV: Fort +6, Ref +11, Will +13 **AB:** S 18, D 16, Cn —, I 20, W 17, Ch 16
SK/F: Lis +13, Spot +13; Bluff +17, Conc +16 (+20 cast def), Hide +13, Intim +11, M Sil +17, Srch +13, S Mot +17, Spell +20; Cbt Reflex, Dodge, Spell Drain*
SPELLS: 5th—*cloudkill* (DC 20), *night's caress*** (DC 20), *tkinesis* (DC 20); 4th—*bloodstar*** (2; DC 19), *dim door, enerv* (+8 rg tch), *fear* (DC 19); 3rd—*dp slumber* (DC 18), *fball* (DC 18), *haste, ray exhaust* (+8 rg tch, DC 18), *undead torch***; 2nd—*blind/deaf* (DC 17), *false life, fog cloud, scorch ray* (+8 rg tch), *see invis, spec hand*; 1st—*chill tch* (+9 tch, DC 16), *exp retr, mag armor* (2), *mag missile, ray enfeeble* (+8 rg tch), *tr strike*
POSS: *ring prot +2, cloak resist +3, bead force, ring counterspells (disp mag), l Silent metamagic rod*
CR: 12 **ECL:** 18 **Libris Mortis*; ***Spell Compendium*

D&D ROLEPLAYING STATS

Blood Golem of Hextor*: LE L Construct

HD: 10 (85 hp) **INIT:** –1
AC: 26 (T 8, FF 26) **SPD:** 20 ft.; can't run
ATK: 2 flails +13 (1d10+6); **or** 2 slams +12 (1d8+6)
SA/SQ: Darkvision 60 ft., low-light; blood siphon* (1 Con/rd to helpless or recently dead creature, golem gains 5 hp), construct traits, DR 10/adamantine, imm magic (*g repose* slows 3 rds, regen heals 1 hp/CL, *horr wilt* deals 1/2 dmg), reach 10 ft., vuln rust* (normal dmg), whirlwind of death* (as Whirl Atk, single actions only in following rd)
SV: Fort +3, Ref +2, Will +3
AB: S 22, D 8, Cn —, I —, W 10, Ch 1
SK/F: Lis +0, Spot +0
POSS: *+1 full plate,* 2 mwk hvy flails
CR: 8
**Fiend Folio*

D&D ROLEPLAYING STATS — Illus. Carl Frank

Large Ice Elemental*: N L Elemental (Air, Cold)

HD: 8 (60 hp) **INIT:** +5
AC: 19 (T 14, FF 14) **SPD:** 30 ft.
ATK: 2 icicles +10 (2d6+2 plus 2d6 cold)
SA/SQ: Darkvision 60 ft.; chill metal (as spell, 15-ft. radius; DC 14), DR 5/—, elemental traits, imm cold, reach 10 ft., vuln fire
SV: Fort +5, Ref +11, Will +2
AB: S 14, D 21, Cn 16, I 6, W 11, Ch 11
SK/F: Lis +5, Spot +6; Cbt Reflex, Dodge, Mobil
CR: 5

**Manual of the Planes:* Ice paraelemental

D&D ROLEPLAYING STATS — Illus. Mike Dubisch

Inspired* Shock Trooper: LE M Humanoid (Human, Psionic*) Psw2**

HD: 2 (22 hp) **INIT:** +1
AC: 17 (T 11, FF 16) **SPD:** 30 ft.
ATK: Sword +4 (1d8+1/19–20)
SV: Fort +5, Ref +1, Will +3
AB: S 13, D 12, Cn 14, I 15, W 17, Ch 21
SK/F: Lis +10, Spot +10; Autohypnosis** +17, Bluff +14, Conc +14, Dipl +11, Intim +16, Jump +5, Psicraft** +11, Srch +7, S Mot +10; Psionic Wpn** (expend focus, +2d6 dmg)
SPELLS: (Psionics** 9 pp; ML 2nd) 1st—*burst* (1 pp, +10 ft.), *dissipating touch* (2 pp, +2 tch, 2d6 dmg) (Psi-Like Abilities**; ML 4th) 3/day—*inertial armor*† (+4 AC); 1/day—*dissolving wpn* (+4d6 acid)
POSS: Hvy steel shld, mwk Riedran crysteel* longsword, 3 *pot cure lt*
CR: 3

*Eberron™ *Campaign Setting*; **Expanded Psionics Handbook*: Psw = psychic warrior class; †already manifested

Duergar Slaver: LE M Humanoid (Dwarf) Ftr6

HD: 6 (44 hp) **INIT:** +3
AC: 17 (T 13, FF 14) **SPD:** 20 ft.
ATK: Club +9/+4 (1d6+4, magic plus 1d6 fire); **or** whip +8/+3 (1d3+1, nonlethal)
SA/SQ: Darkvision 120 ft.; +2 saves spells, imm paralysis, phantasms, and poison, reach 15 ft. (whip)
SV: Fort +6, Ref +5, Will +3
AB: S 13, D 16, Cn 12, I 8, W 12, Ch 10
SK/F: Lis +2, Spot +2; Intim +9, M Sil +7; Dodge, Imp Disarm, Imp Grp, Leader 6
SPELLS: (Spell-Like Abilities; CL 12th) 1/day (self only)—*enl pers*, *invis*
POSS: +1 *studded leather*, +1 *flaming branding iron* (club), mwk whip, 2 *pot cure mod*
CR: 7
ECL: 8

Count Strahd Von Zarovich, Vampire: LE M Undead (Aug Hum [Human]) Nec10

Nessian Warhound: LE L Outsider (Evil, Extraplanar, Fire, Lawful)

HD: 12 (114) **INIT:** +6
AC: 24 (T 11, FF 22) **SPD:** 40 ft.
ATK: Bite +20 (2d6+12/19–20 plus 1d8 fire, evil, lawful)
SA/SQ: Darkvision 60 ft., scent; breath wpn 1/2d4 rds (cone, 10 ft., 3d6 fire, Ref 21 half), imm fire, reach 10 ft., vuln cold
SV: Fort +13, Ref +10, Will +9
AB: S 26, D 14, Cn 20, I 4, W 12, Ch 6
SK/F: Lis +18, Spot +18; Hide +18, Jump +19, M Sil +22, Surv +9 (+17 tracking by scent); Track
POSS: +2 *chain shirt barding*
CR: 9
ECL: 16

Gorgon: N L Magical Beast

HD: 8 (85 hp) **INIT:** +4
AC: 20 (T 9, FF 20) **SPD:** 30 ft.
ATK: Gore +12 (1d8+7)
SA/SQ: Darkvision 60 ft., low-light, scent; breath wpn 1/1d4 rds (cone, 60 ft., turn to stone permanently, Fort 19 neg; up to 5/day), trample 1d8+7 (Ref 19 half)
SV: Fort +11, Ref +6, Will +5
AB: S 21, D 10, Cn 21, I 2, W 12, Ch 9
SK/F: Lis +9, Spot +8
CR: 8

Devourer: NE L Undead

HD: 12 (78 hp) **INIT:** +4
AC: 24 (T 9, FF 24) **SPD:** 30 ft.
ATK: 2 claws +15 (1d6+9 plus energy drain)
SA/SQ: Darkvision 60 ft.; energy drain (claw or *spec hand*: 1 neg lvl, Fort 19 rem), reach 10 ft., spell deflection (enchantment plus specified spells affect trapped creature instead), trap essence (atk, death, devourer gains 5 spell-like ability uses per HD; Fort 19 neg), undead traits
SV: Fort +4, Ref +4, Will +11
AB: S 28, D 10, Cn —, I 16, W 16, Ch 17
SK/F: Lis +18, Spot +18; Climb +24, Conc +18 (+22 cast def), Jump +24, M Sil +15, Srch +10, S Mot +11, Surv +3 (+5 track); B-Fight, Cbt Expert
SPELLS: (Spell-Like Abilities; CL 18th, 30–75 uses, 1/rd) At will—*confus* (DC 17), *ctrl undead* (DC 20), *ghoul tch* (+14 tch; DC 15), *l pl ally*, *ray enfeeble* (+5 rg tch), *spec hand*, *suggest* (DC 16), *tr see*
CR: 11

Ogre Executioner: LE L Giant Ftr3/Blk2

HD: 9 (80 hp) **INIT:** –1
AC: 19 (T 8, FF 19) **SPD:** 30 ft.
ATK: Axe +16/+11 (3d6+10/19–20/×3, magic)
SA/SQ: Darkvision 60 ft., low-light; *det good*, reach 10 ft., smite good 1/day (+1 atk, +2 dmg)
SV: Fort +14, Ref +2, Will +2
AB: S 23, D 8, Cn 16, I 10, W 8, Ch 12
SK/F: Lis +1, Spot +2; Hide –4, Intim +9; Cleave, Imp Sunder, Pow Atk
POSS: +1 *chainmail*, +1 *keen greataxe*, 3 *pot cure mod*
CR: 8
ECL: 11

Graypeak Goblin Archer: LE S Humanoid (Goblinoid) Rgr2

HD: 2 (12 hp) **INIT:** +7
AC: 17 (T 14, FF 14) **SPD:** 30 ft.
ATK: Sword +4 (1d4+1/19–20); **or** bow +6 or +4/+4 (1d6+1/×3)
SA/SQ: Darkvision 60 ft.; fav enemy (dwarves +2), wild emp +2 (–2 magical beasts)
SV: Fort +3, Ref +6, Will +1
AB: S 12, D 17, Cn 10, I 10, W 13, Ch 10
SK/F: Lis +6, Spot +6; Hide +11, M Sil +11, Ride +7, Surv +6; Track
POSS: Studded leather, comp shortbow (+1 Str) w/ 50 arrows, short sword, *pot cure lt*
CR: 2

Displacer Beast Manhunter: LE L Magical Beast

HD: 6 (51 hp) **INIT:** +2
AC: 16 (T 12, FF 15) **SPD:** 40 ft.
ATK: 2 tentacles +9 (1d6+4) *and* bite +4 (1d8+2)
SA/SQ: Darkvision 60 ft., low-light; +2 save rg magic atk, displacement (50% miss chance), reach 10 ft. (tentacles)
SV: Fort +8, Ref +7, Will +3
AB: S 18, D 15, Cn 16, I 5, W 12, Ch 8
SK/F: Lis +5, Spot +5; Hide +10, Jump +8, M Sil +7; Dodge
CR: 4
ECL: 10

Caller in Darkness*: CE L Undead (Incorporeal, Psionic)

HD: 11 (71 hp) **INIT:** +7

AC: 14 (T 14, FF 11) **SPD:** 30 ft., F 60 ft. (G)

ATK: 4 incorporeal tch +7 (2d6 plus steal essence)

SA/SQ: Darkvision 60 ft.; incorporeal traits, reach 10 ft., steal essence* (living intelligent creature; free when tch kills, standard against helpless within 30 ft., gain 12 hp), undead traits, unnatural aura (animals within 30 ft. are panicked; Will 17 neg), vuln sunlight (can't atk, single actions only)

SV: Fort +3, Ref +8, Will +9 **AB:** S —, D 16, Cn —, I 14, W 14, Ch 15

SK/F: Lis +14, Spot +14; Hide +9, Intim +12, Psicraft* +14, Srch +12, S Mot +12; B-Fight, Cbt Reflex

SPELLS: (Psi-Like Abilities*; ML 7th) At will—*clairvoyant sense* (as *clairaud/clairvoy*), *concussion blast* (170 ft., 3d6, 2 targets), *det psi*, *ego whip* (170 ft., 2d4 Cha, DC 16); 3/day—*death urge* (atk self or provoke AoO, DC 16), *psy crush* (drop to –1 hp, DC 13), *psi suggest* (3 targets, DC 14); 1/day—*co-opt conc* (170 ft., steal maintained power, DC 18)

CR: 9

**Expanded Psionics Handbook*

Ultroloth*: NE M Outsider (Evil, Extraplanar, Yugoloth)

HD: 18 (171 hp) **INIT:** +3

AC: 21 (T 13, FF 18) **SPD:** 30 ft.

ATK: Sword +22/+17/+12/+7 (1d8+4/19–20, evil, magic); **or** ray +22 rg tch (as spell)

SA/SQ: Darkvision 60 ft.; DR 15/good, hypnotic gaze* (as *hyp pattern*, CL 18th, no HD limit; Will 23 neg), imm acid and poison, resist cold 10, fire 10, and elec 10, SR 25, *summ yugoloth** 1/day (1 ultroloth, 35%)

SV: Fort +16, Ref +14, Will +15

AB: S 13, D 16, Cn 21, I 16, W 15, Ch 19

SK/F: Lis +20, Spot +22; Bluff +22, Conc +26 (+30 cast def), Dipl +23, Intim +27, M Sil +21, Srch +21, S Mot +21, Spell +26; Pt Blk Shot, Prec Shot

SPELLS: (Spell-Like Abilities; CL 18th) At will—*alter self*, *deep dark*, *desecr*, *fear* (DC 18), *gas form*, *gr tport* (self + 50 lb.), *invis*, *pry eyes*, *ray enfeeble*, *ray exhaust*, *scorch ray*, *scry*, *see invis*, *suggest* (DC 18), *wall fire*; 3/day—*binding* (DC 23), *enerv*, *geas/quest* (DC 21), *mass suggest* (DC 21), quick *scorch ray*; 1/day—*symb death* (DC 22)

POSS: +3 *longsword* **CR:** 13 **ECL:** 23

**Monster Manual III*

Strahd Zombie*: NE M Undead

HD: 6 (42 hp) **INIT:** +0

AC: 16 (T 10, FF 16) **SPD:** 30 ft.; can't run/charge

ATK: Slam +6 (1d6+4)

SA/SQ: Darkvision 60 ft.; hard to kill* (if would drop below 0 hp, ignores excess dmg on 11+), undead traits

SV: Fort +2, Ref +2, Will +5

AB: S 17, D 10, Cn —, I —, W 10, Ch 10

SK/F: Lis +0, Spot +0

CR: 2

**Expedition to Castle Ravenloft*

Canoloth*: NE M Outsider (Evil, Extraplanar, Yugoloth)

HD: 6 (51 hp) **INIT:** +4

AC: 18 (T 10, FF 18) **SPD:** 50 ft.

ATK: Tongue +11 (1d4+4, evil plus paralysis) *and* bite +8 (2d6+2, evil)

SA/SQ: Blindsight 40 ft., darkvision 60 ft.; DR 5/good, imm acid, gaze, poison, and visual effects, imp grab (tongue, grp +10, bite), paralysis (1d6+2 min., Fort 17 neg), reach 20 ft. (tongue), resist cold 10, elec 10, and fire 10, SR 18, *summ yugoloth* 1/day (mezzoloth or 1d3 canoloths, 40%)

SV: Fort +9, Ref +5, Will +8

AB: S 19, D 10, Cn 19, I 5, W 17, Ch 12

SK/F: Lis +12, Spot +12; Hide +5, Intim +10, Jump +21, M Sil +4; Track

SPELLS: (Spell-Like Abilities; CL 5th) At will—*cause fear* (DC 12), *desecr*, *det good*, *det mag*

CR: 5 **ECL:** 11

**Monster Manual III*

Ultroloth: NE M Outsider (Evil, Extraplanar, Yugoloth)

Torturer: LE M Humanoid (Human) Ftr4/Rog3/Blk2

HD: 9 (47 hp) **INIT:** +2

AC: 17 (T 13, FF 15) **SPD:** 30 ft.

ATK: Scourge +11/+6 (1d8+2, magic plus wounding)

SA/SQ: *Det good*, evasion, smite good 1/day (+3 atk, +2 dmg), sneak atk +2d6, trap sense +1, trapfinding

SV: Fort +11, Ref +9, Will +6

AB: S 13, D 14, Cn 10, I 8, W 12, Ch 16

SK/F: Lis +6, Spot +7; Bluff +8, Heal +3, Hide +7, Intim +17, Jump +6, Slgt Hand +4; Arterial Strike* (–1d6 sneak atk, +1 dmg/rd), Cleave, Hamstring* (–2d6 sneak atk, halve target's spd), Imp Sunder, Pow Atk

SPELLS: 1st—*cause fear* (DC 11), *infl lt* (+9 touch, DC 11)

POSS: +2 *leather*, *ring prot +1*, *+1 wounding scourge**, mwk scalpels, *pot cure mod*, *pot infl mod*

CR: 9

**Complete Warrior*; **Forgotten Realms® Campaign Setting*

Dark Talon Champion* (Lizardfolk): NE M Humanoid (Reptilian) Bbn3

HD: 5 (49 hp) **INIT:** +1

AC: 16 (T 11, FF 16) **SPD:** 40 ft.

ATK: Maquahuitl +9 (1d10+6) *and* bite +6 (1d4+2); **or** 2 claws +8 (1d4+4) *and* bite +6 (1d4+2)

SA/SQ: Hold breath (64 rds), rage 1/day (8 rds, +4 Str, +4 Con, +2 Will, –2 AC), trap sense +1, uncanny dodge

SV: Fort +6, Ref +5, Will +2

AB: S 18, D 13, Cn 16, I 8, W 12, Ch 8

SK/F: Lis +7, Spot +1; Bal +6, Jump +17, Swim +10; Pow Atk

POSS: Mwk maquahuitl*, *pot b's strength*

CR: 4

ECL: 6

**Monster Manual IV*

Bugbear Gang Leader: CE M Humanoid (Goblinoid) Bbn1

HD: 4 (38 hp) **INIT:** +1

AC: 17 (T 11, FF 16) **SPD:** 40 ft.

ATK: Warhammer +9 (1d8+5/×3); **or** warhammer +7 (1d8+5/×3) *and* mace +6 (1d8+2)

SA/SQ: Darkvision 60 ft., scent; rage 1/day (+4 Str, +4 Con, +2 Will, –2 AC)

SV: Fort +6, Ref +4, Will +2

AB: S 20, D 12, Cn 16, I 8, W 13, Ch 10

SK/F: Lis +4, Spot +4; Intim +3, M Sil +4

POSS: Studded leather, hvy mace, warhammer, *pot cure mod*

CR: 3

ECL: 5

Tsucora Quori*: LE L Outsider (Evil, Extraplanar, Lawful, Psionic**, Quori*)

HD: 12 (126 hp) **INIT:** +1

AC: 18 (T 10, FF 17) **SPD:** 50 ft.

ATK: 2 pincers +18 (2d6+7, evil, lawful) *and* 4 claws +16 (1d4+3, evil, lawful) *and* sting +17 (1d6+3 plus terrifying sting, evil, lawful)

SA/SQ: See in darkness; DR 5/good, imm fear, charm, and sleep, PR 23, reach 10 ft., resist acid 10, cold 10, and fire 10, terrifying sting* (as *phant killer*, DC 21; quori heals 3d6 hp)

SV: Fort +14, Ref +11, Will +12

AB: S 25, D 13, Cn 22, I 17, W 18, Ch 17

SK/F: Lis +4, Spot +23; Autohypnosis** +23, Bluff +18, Conc +16, Dipl +22, Intim +20, M Sil +16, Psicraft** +20, Srch +12, S Mot +19; Pow Atk

POSS: (Psi-Like Abilities**; ML 12th) 3/day—*body equil* (full spd any surface), *far hand* (as *mag hand*), *inertial armor* (+4 AC), *psi scent*; 1/day—*body adjust* (heal 1d12), *d insin* (as *confus*, DC 15), *mindlink*, *psi charm* (as *charm per*, DC 14), *recall agony* (2d6 dmg, DC 15)

CR: 11

**Eberron™ Campaign Setting*; advanced to 12 HD; **Expanded Psionics Handbook*

Thrall of Blackrazor: CE M Humanoid (Human) Ftr17

57/60 ★ Illus. William O'Connor

Large Black Dragon (Young Adult): CE L Dragon (Water)

HD: 16 (152 hp) **INIT:** +0

AC: 25 (T 9, FF 25) **SPD:** 60 ft., F 150 ft. (Pr), S 60 ft.

ATK: Bite +20 (2d6+4, magic) *and*
2 claws +17 (1d8+2, magic) *and*
2 wings +17 (1d6+2, magic) *and*
tail +17 (1d8+6, magic)

SA/SQ: Blindsense 60 ft., darkvision 120 ft., low-light; breath wpn 1/1d4 rds (line, 80 ft., 10d4 acid, Ref 21 half), DR 5/magic, frightful presence (150 ft., 15 HD or below, Will 19 neg), imm acid, paralysis, and sleep, reach 10 ft. (bite), SR 17, wtr breath

SV: Fort +13, Ref +10, Will +11

AB: S 19, D 10, Cn 17, I 12, W 13, Ch 12

SK/F: Lis +17, Spot +17; Bluff +10, Climb +20, Dipl +10, Hide +8, Intim +19, M Sil +16, Srch +17, Swim +12; Pow Atk, Snatch, Wingover

SK/F: Known (4/5) 1st—*mag armor, prot good*; 0—daze (DC 11), *det mag, ray frost* (+15 rg tch), *resist* (Spell-Like Abilities; CL 5th) 3/day—*dark* **CR:** 9

D&D ROLEPLAYING STATS Illus. Jim Nelson

Fire Mephit: N S Outsider (Extraplanar, Fire)

HD: 3 (13 hp) **INIT:** +5

AC: 16 (T 12, FF 15) **SPD:** 30 ft., F 50 ft. (Av)

ATK: 2 claws +4 (1d3, magic plus 1d4 fire)

SA/SQ: Darkvision 60 ft.; breath wpn 1/1d4 rds (cone, 15 ft., 1d8 fire, Ref 12 half), DR 5/magic, fast heal 2 (in fire), imm fire, *summ mephit* 1/day (1 fire mephit, 25%), vuln cold

SV: Fort +3, Ref +4, Will +3

AB: S 10, D 13, Cn 10, I 6, W 11, Ch 15

SK/F: Lis +6, Spot +6; Bluff +8, Esc +7, Hide +11, M Sil +7; Dodge

POSS: (Spell-Like Abilities) 1/hr—*scorch ray* (+5 rg tch, CL 3rd); 1/day—*heat metal* (DC 14, CL 6th)

CR: 3

ECL: 6

D&D ROLEPLAYING STATS Illus. David Griffith

Tiefling Warlock: CE M Outsider (Native) War6*

HD: 6 (30 hp) **INIT:** +7

AC: 16 (T 13, FF 13) **SPD:** 30 ft.

ATK: Rapier +7 (1d6/18–20); **or**
eldritch blast +6 rg tch (3d6, magic)

SA/SQ: Darkvision 60 ft.; deceive item* (take 10 Use Mag Dev), *det mag*, DR 1/cold iron, resist cold 5, elec 5, fire 5

SV: Fort +3, Ref +5, Will +6

AB: S 10, D 16, Cn 13, I 10, W 12, Ch 14

SK/F: Lis +1, Spot +1; Bluff +4, Conc +7, Hide +4, Spell +2, Use Mag Dev +8

SPELLS: Invocations* (Least)—*Dark One's own luck* (+2 save, one type), *eldritch spear* (*eldritch blast* 250 ft.), *hideous blow* (*eldritch blast* with melee atk); (Lesser)—*eldritch chain* (*eldritch blast* affects 1 extra target within 30 ft.), *fell flight* (fly 30 ft. [G]) (Spell-Like Abilities; CL 6th) 1/day—*dark*

POSS: *+1 studded leather*, rapier, scroll *tport, wand cure lt*

CR: 6 **ECL:** 7 **Complete Arcane*: War = warlock class

D&D ROLEPLAYING STATS Illus. Carl Frank

Redspawn Arcaniss*: CE M Monstrous Humanoid (Dragonblood, Fire)

HD: 8 (52 hp) **INIT:** +1

AC: 18 (T 11, FF 17) **SPD:** 40 ft.

ATK: Mace +9/+4 (1d8)

SA/SQ: Darkvision 60 ft.; fire spell affinity* (casts fire spells at +2 CL and heals 2 hp per spell lvl), imm fire, paralysis, and sleep, vuln cold

SV: Fort +4, Ref +7, Will +6

AB: S 10, D 13, Cn 15, I 10, W 10, Ch 17

SK/F: Lis +0, Spot +0; Conc +13, Jump +4; Pt Blk Shot, Prec Shot

SPELLS: Known (4/6/7/6; CL 6th): 3rd—*fireball* (DC 16; CL 8th); 2nd—*fireburst*** (10-ft-radius from caster, 5d8 fire, DC 15; CL 8th), *scorch ray* (+10 rg tch; CL 8th); 1st—*b hands* (DC 14; CL 8th), *chill tch* (+8 tch; DC 14), *mag missile, tr strike*; 0—*acid spl* (+10 rg tch), *det mag, disr und* (+10 rg tch), *ghost s* (DC 13), *msg, ray frost* (+10 rg tch), *tch fatigue* (+8 tch; DC 13)

POSS: Mwk studded leather, *+1 buckler*, mwk hvy mace, *pot shld faith* (+3), *pot cure mod*

CR: 6 **ECL:** 12

**Monster Manual IV*; ***Spell Compendium*

D&D ROLEPLAYING STATS Illus. Mike Dubisch

Gravetouched Ghoul*: CE M Undead (Aug Hum [Human] Mnk6)

HD: 6 (39 hp) **INIT:** +5

AC: 18 (T 16, FF 17) **SPD:** 50 ft.

ATK: Unarmed +5/+5 (1d8+3, magic); **or**
bite +7 (1d6+3 plus disease plus paralysis) *and*
2 claws +5 (1d4+1 plus paralysis)

SA/SQ: Darkvision 60 ft.; +2 turn resist, disease (ghoul fever, Fort 15 neg, incub 1 day, 1d3 Con + 1d3 Dex), evasion, paralysis (1d4+1 rds, Fort 15 neg; elves immune), slow fall 30 ft., still mind, undead traits

SV: Fort +5, Ref +9, Will +9

AB: S 16, D 12, Cn —, I 10, W 19, Ch 14

SK/F: Lis +4, Spot +4; Bal +12, Climb +12, Hide +10, Jump +13, M Sil +10, Tmbl +10; Defl Arrows, Dodge, Imp Grp, Imp Trip, Mobil, Spring Atk

POSS: Scale mail, maul**

CR: 7 **ECL:** 9

**Libris Mortis*

D&D ROLEPLAYING STATS Illus. Ron Spencer

Vampire Dire Wolf: NE L Undead (Aug Animal)

HD: 10 (75 hp) **INIT:** +8

AC: 21 (T 12, FF 19) **SPD:** 50 ft., C 20 ft.

ATK: Bite +12 (1d8+10 plus energy drain)

SA/SQ: Darkvision 60 ft.; +4 turn resist, blood drain (pin, 1d4* Con/rd, grp +14; +5 hp), DR 10/silver and magic, energy drain (2 neg levels, Fort 18 rem), fast heal 5, gas form (as spell, CL 5th), resist cold 10 and elec 10, trip (bite, +11), undead traits, vampire weaknesses

SV: Fort +5, Ref +9, Will +9

AB: S 25, D 15, Cn —, I 12, W 14, Ch 20

SK/F: Lis +14, Spot +14; Bluff +19, Hide +14, Intim +17, M Sil +18, Srch +9, S Mot +16, Surv +8; Cbt Reflex, Dodge, Emp Ability Dmg* (+50% Con drain), Pow Atk

CR: 10

ECL: 18

**Libris Mortis*

D&D ROLEPLAYING STATS Illus. Steve Prescott

Thrall of Blackrazor: CE M Humanoid (Human) Ftr17

HD: 17 (141 hp) **INIT:** +6

AC: 21 (T 14, FF 19) **SPD:** 40 ft.

ATK: Sword +26/+21/+16/+11 (2d6+12/17–20, chaotic, magic plus souldrinking)

SA/SQ: Blindsense 120 ft., darkvision 120 ft.; det life* 3/day (as *det undead*, living creatures within 60 ft.), *haste* 10 rds/day, mental ward* (+3 saves mind-affecting), souldrinking* (swift, *death kn* against creature struck down by *Blackrazor*; Will 16 neg)

SV: Fort +12, Ref +12, Will +9

AB: S 24, D 14, Cn 14, I 10, W 8, Ch 12

SK/F: Lis –1, Spot +9; Climb +17, Intim +21, Jump +26; Cleave, Cbt Brute**, Dodge, Gr Cleave, Imp Sunder, Mobil, Pow Atk, Pow Critical** (2) (+8 to confirm crit)

POSS: *+3 leather, am nat armor +2, ring prot +2, Blackrazor* (+3 intelligent greatsword: Int 18, Wis 10, Cha 18, Ego 19), *belt str +6, cloak resist +3, boots str/spr*

CR: 16

**White Plume Mountain*; ***Complete Warrior*

D&D ROLEPLAYING STATS

Intellect Devourer*: CE S Aberration (Evil, Psionic)

HD: 6 (42 hp) **INIT:** +5

AC: 21 (T 16, FF 16) **SPD:** 40 ft.

ATK: 4 claws +6 (1d3+1)

SA/SQ: Blindsight 60 ft.; body thief* (full-rd, merge into body of dead or helpless creature, use physical abilities as *pmorph*), DR 10/adamantine, imm fire, PR 23, resist elec 15, vuln *prot evil** (as summoned)

SV: Fort +4, Ref +7, Will +6

AB: S 13, D 21, Cn 15, I 12, W 12, Ch 14

SK/F: Lis +14, Spot +1; Bluff +15, Conc +11 (+15 man def), Hide +14, Jump +5, M Sil +13; Up the Walls* (some of move on vertical surfaces)

SPELLS: (Psi-Like Abiities*; ML 7th) At will—*cloud mind* (undetectable by target), *compression* (self, as *reduce pers*), *det psi, ego whip* (170 ft., 2d4 Cha, DC 16), *empty mind* (+5 Will), *id insin* (170 ft., *confus* 3 targets, DC 16); 3/day—*body adj* (heal 2d12 hp), *int fortress* (20-ft. radius, half dmg from psi effects), *painful strike* (+1d6 claw dmg)

CR: 7 **ECL:** 12

**Expanded Psionics Handbook*

D&D ROLEPLAYING STATS Illus. Stephen Tappin

Werewolf Lord (Hybrid Form): CE L Humanoid (Human, Shapechanger) Bbn10

HD: 16 (139 hp)
INIT: +4
AC: 19 (T 13, FF 19)
SPD: 40 ft.
ATK: 2 claws +24 (1d6+11) *and* bite +20 (2d6+5)

SA/SQ: Low-light, scent; alt form (human or dire wolf), DR 2/—, DR 10/silver, imp uncanny dodge, lycanthropy (Fort 15 neg), gr rage 3/day (+6 Str, +6 Con, +3 Will, –2 AC), trap sense +3, trip (bite, +17), wolf empathy +5
SV: Fort +17, Ref +12, Will +11
AB: S 32, D 18, Cn 20, I 10, W 12, Ch 12
SK/F: Lis +14, Spot +14; Climb +16, H Animal +14, Hide +11, Intim +14, Jump +15, M Sil +12, Surv +14 (+18 tracking by scent); Pow Atk, Run, Track
CR: 14
ECL: 19

D&D ROLEPLAYING STATS — Illus. David Griffith